NES-OG-USA-1★

HOW TO PLAY

KONAMI®

Vinnn's Lair

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CONGRATULATIONS!

You now own the authentic Konami home version of TOP GUN™—The Second Mission. We suggest that you read this instruction manual thoroughly before playing the game.

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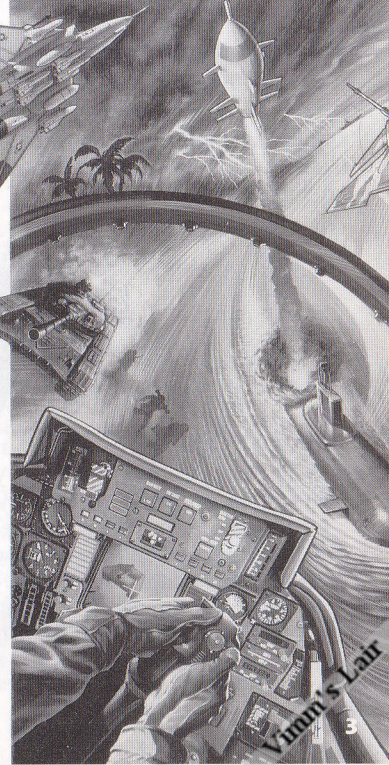

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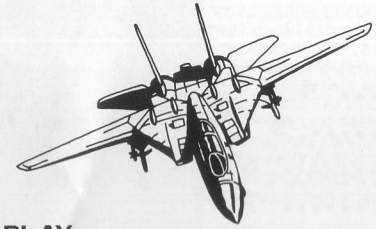
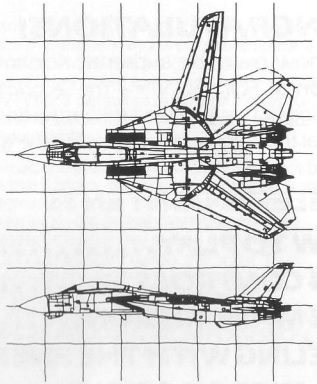
THE MAGNIFICENT F-14 TOMCAT

Though it's nicknamed the Tomcat, the F-14 loves nothing better than a good old fashioned dogfight. With killer missiles hanging from its underbelly, it always goes for the enemy jet's jugular.





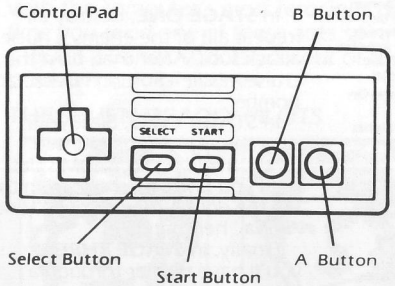
HOW TO PLAY

With bogeys hot on your tail, you must skillfully maneuver your F-14 Tomcat through stage after stage of gut wrenching warfare.

At the beginning of each stage you'll choose from an array of missiles, including the Phoenix, the Sparrow and the ever trusty Sidewinder. To help you fight fire with fire, you'll also have the mega-blasting Vulcan Cannon.

To begin your mission, select either ONE PLAYER, ONE PLAYER VS. GAME or the TWO PLAYER DOGFIGHT. Then press the Start Button.

THE GUIDANCE SYSTEM FOR AN F-14



START BUTTON

Press to begin your mission.

SELECT BUTTON

Press to select your mission.

A BUTTON

Press to switch from screen to screen and to select your missiles.

The A Button also controls your speed. Hold it down to increase your velocity. Release it to slow down.

Note: The slower your speed, the easier it is to zero-in on the target. When your afterburners are fully throttled, you've got a better chance of dodging enemies that have locked onto you.

B BUTTON

Hold the B Button down to fire your Vulcan Cannon.

When the target enters your sights, it will automatically lock into your fighter's computer (as indicated by arrow). When this occurs, press the B Button twice to fire one of your missiles.

CONTROL PAD

This is your guidance mechanism, controlling the F-14's flaps and ailerons. It allows you to change direction on a dime, whether you want to roll, loop, dive or set the fighter on its tail.

Special functions: Press the Control Pad Left or Right twice rapidly and you'll make one Barrel Roll. (During this Barrel Roll you won't be able to go up, down, left or right. But you'll have a better chance of avoiding oncoming missiles.)

If you press the Control Pad twice rapidly in the opposite direction during the middle of the Barrel Roll, you'll reverse the roll and revolve back to your original position.

At TOP GUN™ School they call these maneuvers "ROLLING THE DICE."

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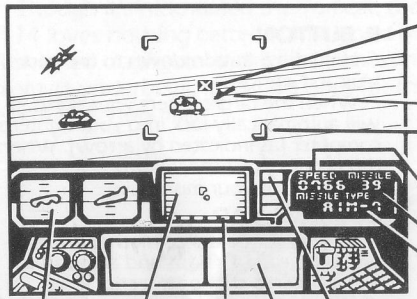
THE MAIN MISSION (YOU AGAINST THE WORLD!)



Vulcan Cannon Sights To be deadly effective, it must be lined up directly on the enemy target.

Target Lock-On Arrow

Missile Sights Its size changes according to the type of missile you're carrying.

Air Speed

Remaining Missiles

Type of Missile

Artificial Horizon

Damage Gauge

Danger Lamp

Radar This gives you up-to-the-second positioning of enemy forces and their approaching missiles.

Flight Computer Monitor Like an electronic copilot, it relays instructions and warnings to you.

You're the sole pilot between the enemy's Armageddon bound armada and global annihilation. Talk about a rock and a hard place! To save the day, you must survive and conquer three stages of combat and then return safely (though probably severely shot up) to base.

In **STAGE ONE**, destroy all (repeat all) of the enemy's nuclear attack subs. After that, blast the cruise missile-carrying "Black Jack" bomber.

In **STAGE TWO**, blast your way through a tank infested forest, avoiding Stinger Missiles, until you find and shoot from the sky the doubly-destructive "Hind-Alpha" helicopter.

Finally, in **STAGE THREE**, you'll have to soar through a lightning storm while avoiding Killer Satellite-based laser beams. At the end of this stage you'll probably reach the end of the line, as you confront the enemy's "Star Wars" space shuttle.

NOTE FROM THE DESIGNERS OF YOUR F-14: When the submarine, tank, forest, lightning or laser beams are on the screen your plane will be incapable of "ROLLING THE DICE". This is to ensure pilot safety, preventing you from pulling too many Gs and "blacking out."

DUELING WITH THE ENEMY

During this intense air combat mission, you'll go one-on-one, missile-to-missile with the computer's most ferocious dogfighters. It's you against them. And each time you send one of these aces spinning to earth, you'll be promoted.

But if a Bandit shoots you out of the sky, all you'll get is a purple heart — posthumously of course!

THE SEVEN DEADLY PILOTS

Boris "Buzz" Bombzinsky

Gorky Skykovsky

Igor Gregovich

Demitri Jetsky

Bobo Bubushka

Stalin Fortimesky

Fearless Leader: Cy Beeria

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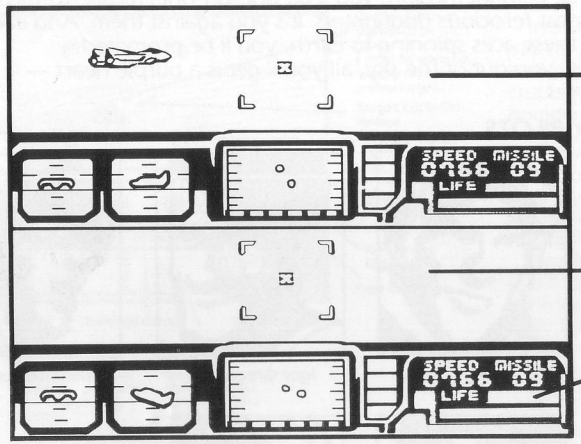
THE 2 PLAYER DOGFIGHT



Pilot One's Fighter Screen

Pilot Two's Fighter Screen

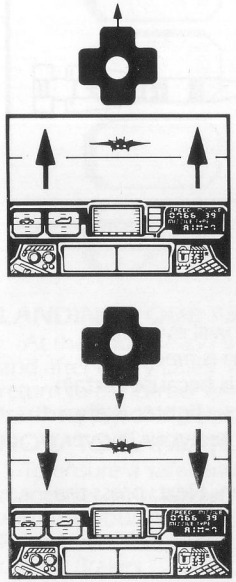
Life Gauge
The Life Gauge must be full for you to loop.

Suddenly, on this mission, your best friend becomes your worst enemy, as he challenges you to an aerial duel to the death.

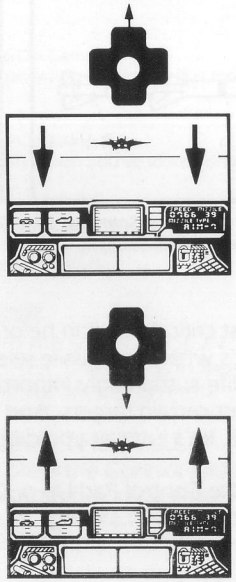
Might as well wash those fond academy school memories from your brain, when you used to double date with the admiral's twin daughters. Because now your life is in double jeopardy. And the key to victory is a ruthless determination to not only survive, but to prevent your friend/foe from getting a big head!

CHOOSING YOUR FLIGHT MODE

NORMAL



REVERSE



When the opening selection screen appears, you'll see a mode option. Select this option and you'll switch to a screen that will allow you to change your mode of flight from NORMAL to REVERSE. To choose your mode, press the Control Pad Left or Right.

At this time, you can also turn the music ON or OFF by pressing the Select Button.

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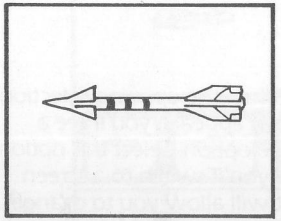
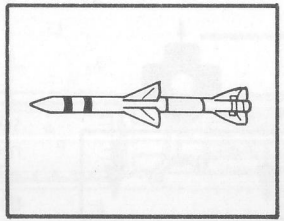
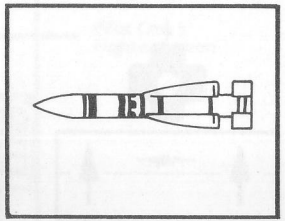
CHOOSING YOUR MISSILES



The Trusty Sidewinder
Narrow missile sights



The Jet Eating Sparrow
Medium missile sights



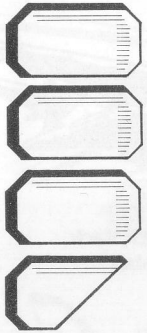
The Indubitably Deadly Phoenix
Wide missile sights

All great pilots realize the most critical decision he or she will ever make takes place on the ground. That's when the missile selection is made.

The reason this decision is so life-sustainingly important, is because certain missiles are more effective against certain targets. And if your fighter is armed with the wrong missiles . . . well, let's just say you'd better see your lawyer about writing a will.

To select your missiles, press the Control Pad Up or Down. Next, press the A Button to attach your choice to the F-14's wings.

THE ALERT LAMPS



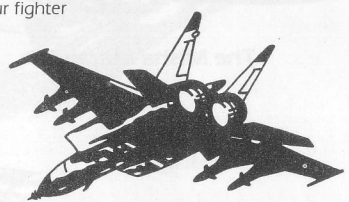
The Danger Lamp
Flashes when enemy comes into your field of view.

Lock-On Lamp A
Flashes when the enemy has locked onto you.

Lock-On Lamp B
Flashes when you've locked onto an enemy.

Rotation Lamp
Flashes during a Barrel Roll, when your fighter begins pulling Gs.

LANDING YOUR FIGHTER



At the end of each stage in the MAIN MISSION and after every DUEL WITH THE ENEMY, you must return to the carrier and land for refueling and a fresh supply of missiles.

HOW TO LAND (CALLING THE BALL)

To ensure a safe landing, press the Control Pad to maneuver your aircraft into proper landing position. Also use your A and B Buttons to match the speed displayed on your radar. Remember: The A Button speeds up your fighter, while the B Button applies the Air Brakes.

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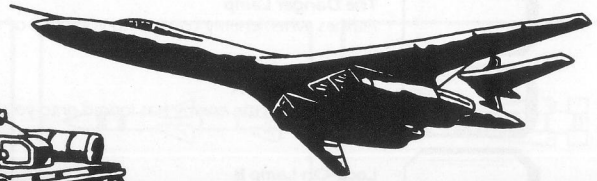
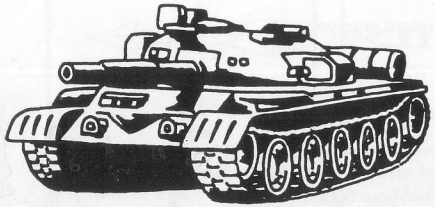
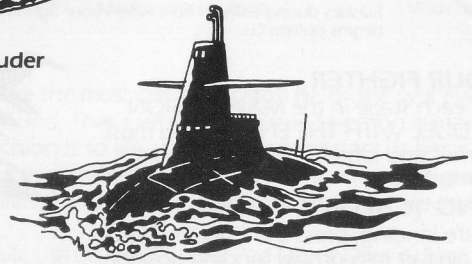
YOUR ARCH ENEMIES



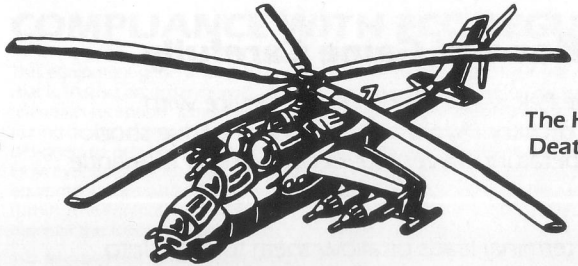
The Black Jack Bomber



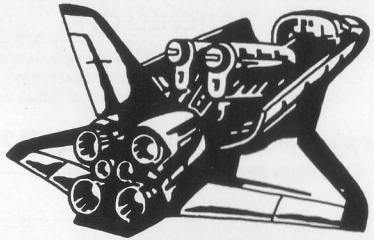
The Misha Marauder



The Red Tide Nuclear Attack Sub



The Hind-Alpha Death Chopper



The Star Wars Space Shuttle

The Fire Storm Fighter

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Treat Your Konami Game Carefully

• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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